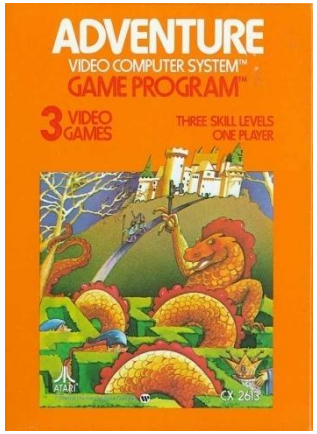


GAM0183 Game Programming

Laboratory 6a

a guided laboratory

Skein, transcript, walkthrough, and map in INFORM 7

```
The Foyer is a room.
The Kitchen is a room.
The Kitchen is east of the Foyer.

Mr Smith is a man. Mr Smith is in the Foyer.
Ms Jones is a woman. Ms Jones is in the kitchen.
The blue bird is in the kitchen.

Instead of attacking Ms Jones:
say "Violence never wins.";
end the game in death.

Instead of kissing Ms Jones:
say "Ms Jones screams 'take the blue bird'".

Instead of taking the blue bird:
say "Well done, you have the blue bird.";
end the game in victory.
```

The Skein

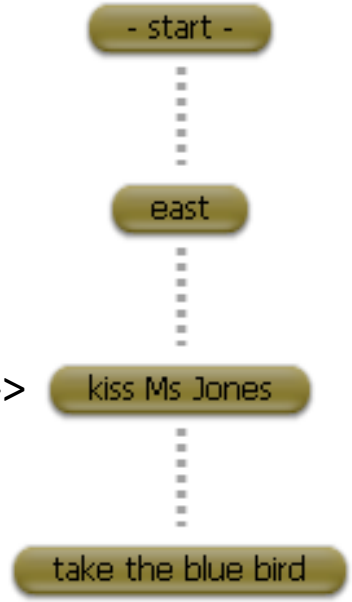
- INFORM 7 remembers and organises every run of a game in the skein.
- Prior to the first run, only the start button is visible.
- When a game is run, a list of the user´s typed commands appears as a thread.
- Time begins at the top, with the start knot, and threads of different runs of the game hang downwards.
- Double-clicking on a typed command translates the source afresh and replays the game from the start down to that command.
  - Any continued play at this point will also be remembered.

The Skein

- Knots are displayed as either yellow or green.
- Yellow knots are those in the history of the game currently playing.
- Green knots have not happened yet.
- Right-clicking on a knot brings up a menu.
- Locking a thread makes the thread through to current knot “locked”.
- Knots that have been locked this way cannot be deleted by accident or by the trimming of no-longer-needed threads.
- A locked history is drawn as a solid thread: all the others are unlocked and drawn with dashes.

Foyer
You can see Mr Smith here.
>east
Kitchen
You can see Ms Jones and a blue bird here.
>kiss Ms Jones
Ms Jones screams "take the blue bird"
>take the blue bird
Well done, you have the blue bird.
***** You have won *****

play



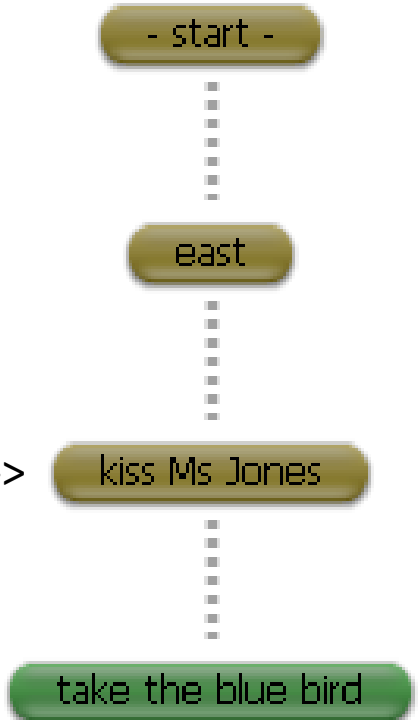
suppose we double-click here ->

skein

Foyer
You can see Mr Smith here.
>east
Kitchen
You can see Ms Jones and a blue bird here.
>kiss Ms Jones
Ms Jones screams "take the blue bird"
>

play

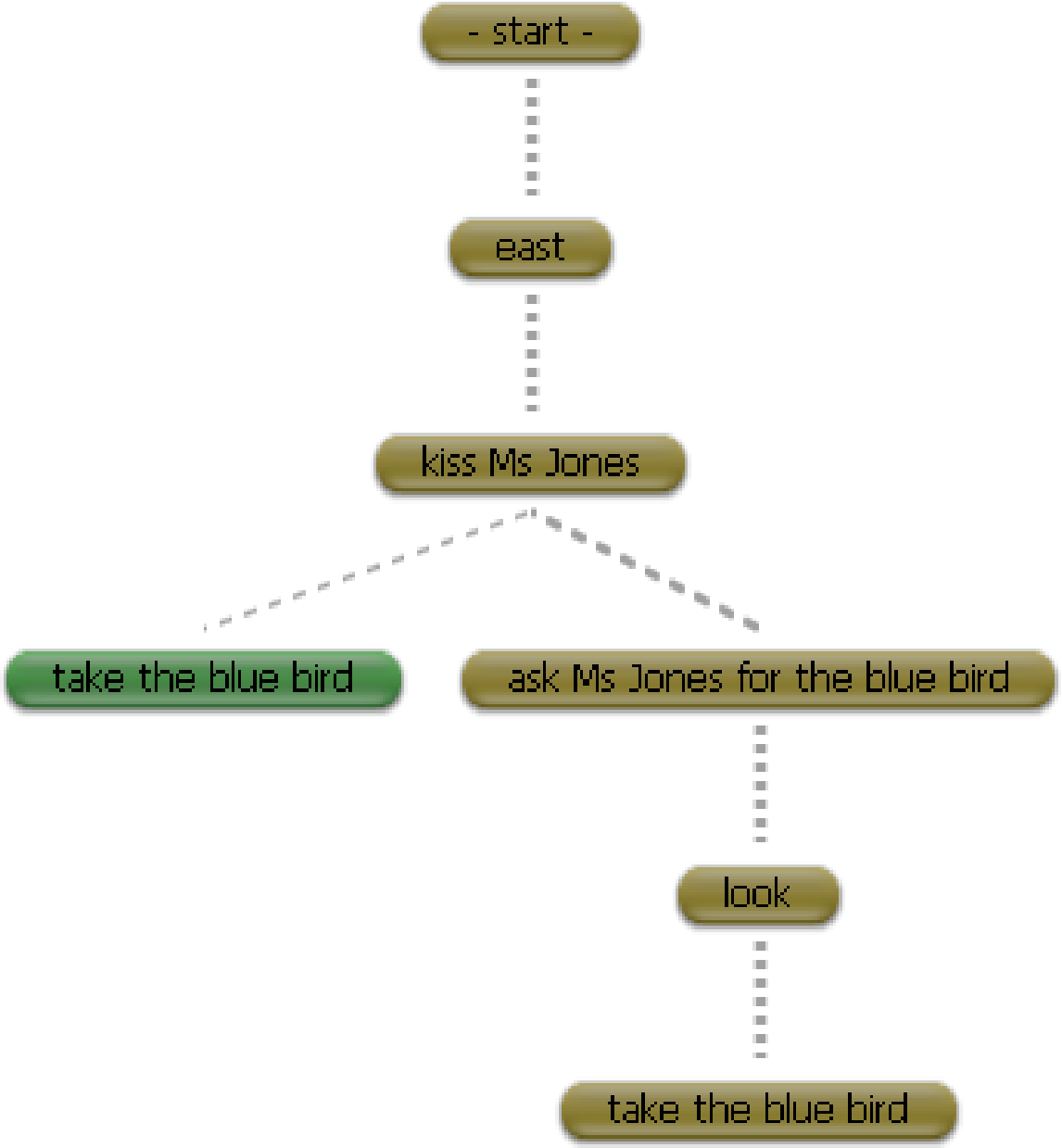
suppose we continue to play from here ->



skein

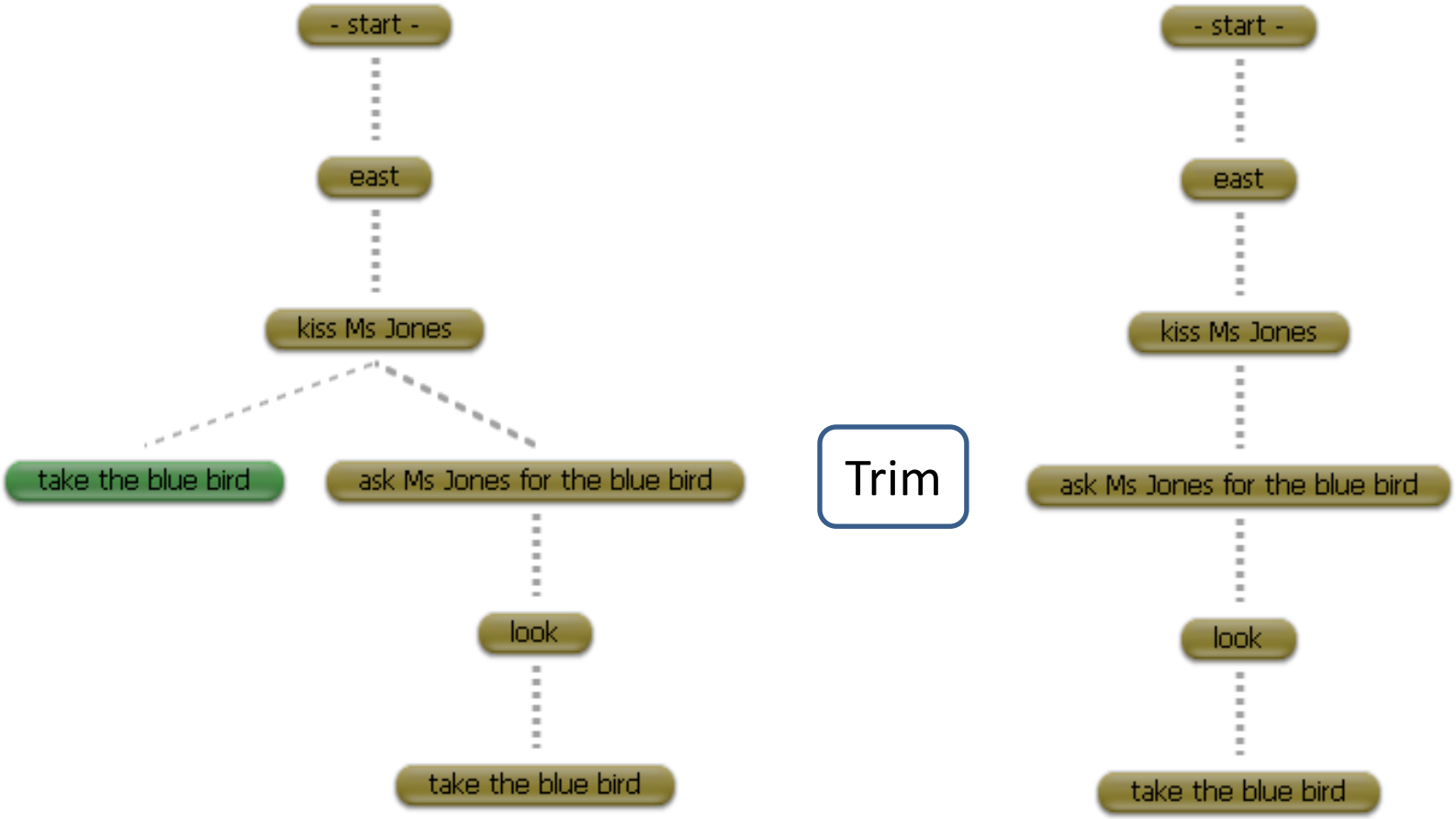
Foyer
You can see Mr Smith here.
>**east**
Kitchen
You can see Ms Jones and a blue bird here.
>**kiss Ms Jones**
Ms Jones screams "take the blue bird"
>ask Ms Jones for the blue bird
(Ms Jones first taking the blue bird)
Ms Jones has better things to do.
>look
Kitchen
You can see Ms Jones and a blue bird here.
>take the blue bird
Well done, you have the blue bird.
***** You have won *****

play


- start -
east
kiss Ms Jones
take the blue bird
ask Ms Jones for the blue bird
look
take the blue bird

skein

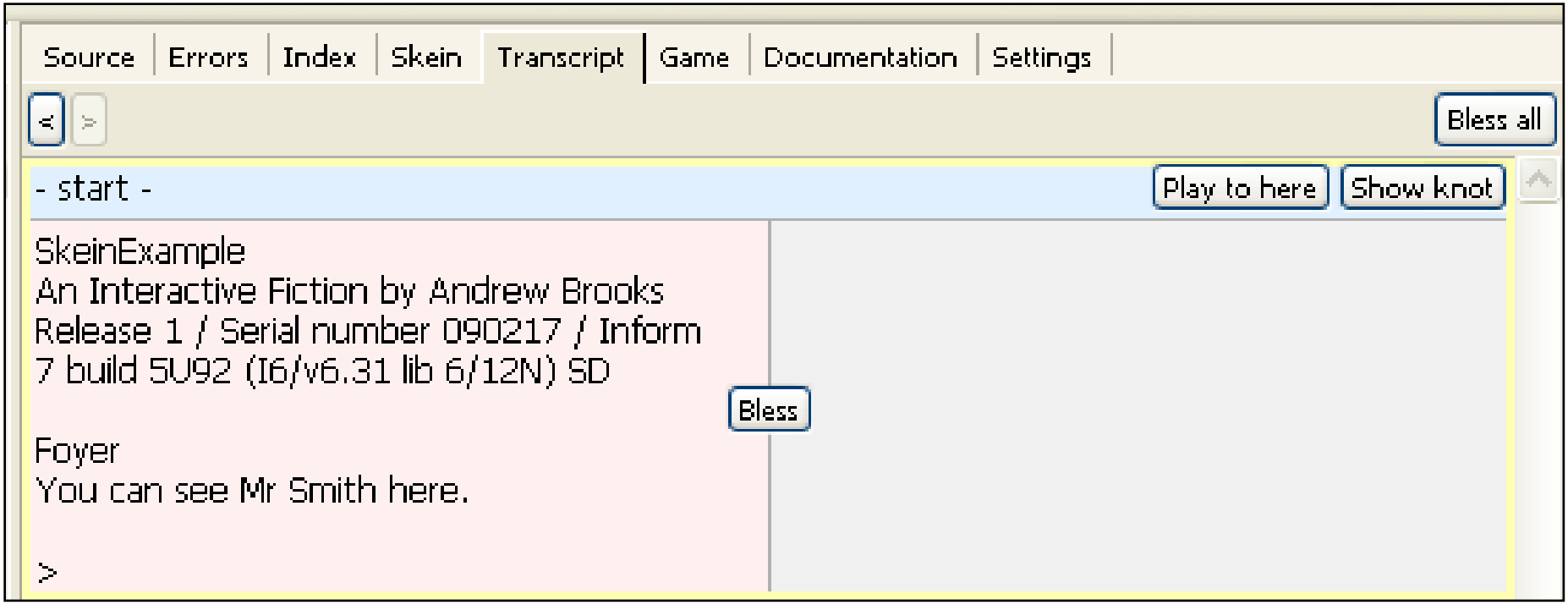
Trimming the skein at this stage, only removes the green knot.
The yellow knots represent the current game.
To clear the skein back to the start knot ,it is necessary to click Go, then before typing in any commands, trim the skein of green knots .



The Transcript

- The transcript is a two-column view.
- The left-hand column shows the text which has been displayed on each turn so far.
- The right-hand column displays the “blessed” transcript. This is the text that the author has approved as correct.
- If no text is currently “blessed”, the right-hand column is empty.
- If a change is made to the source text, and the game rerun, a red warning badge can appear in the skein to indicate that the new version of the game does not produce the same transcript as before.
  - The transcript, itself highlights where the change is.

If no text is currently “blessed”, the right-hand column is empty.



Blessing all the text: the right-hand column matches the left-hand column.

Bless all

Source | Errors | Index | Skein | Transcript | Game | Documentation | Settings

< > Bless all

- start - Play to here Show knot

SkeinExample An Interactive Fiction by Andrew Brooks Release 1 / Serial number 090217 / Inform 7 build 5U92 (I6/v6.31 lib 6/12N) SD Foyer You can see Mr Smith here. >	SkeinExample An Interactive Fiction by Andrew Brooks Release 1 / Serial number 090217 / Inform 7 build 5U92 (I6/v6.31 lib 6/12N) SD Foyer You can see Mr Smith here. >

Bless

east Play to here Show knot

Kitchen You can see Ms Jones and a blue bird here. >	Kitchen You can see Ms Jones and a blue bird here. >

Bless

kiss Ms Jones Play to here Show knot

Ms Jones screams "take the blue bird" >	Ms Jones screams "take the blue bird" >

Bless

What happens when a change is made to the source text?

The Foyer is a room.
The Kitchen is a room.
The Kitchen is east of the Foyer.

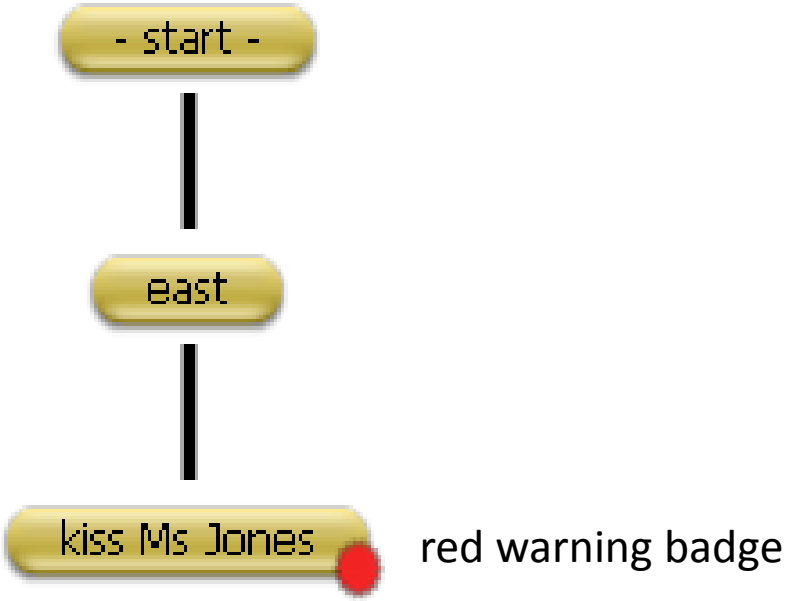
Mr Smith is a man. Mr Smith is in the Foyer.
Ms Jones is a woman. Ms Jones is in the kitchen.
The blue bird is in the kitchen.

Instead of attacking Ms Jones:
say "Violence never wins.";
end the game in death.

Instead of kissing Ms Jones:
say "Ms Jones screams 'take the very blue bird'".

Instead of taking the blue bird:
say "Well done, you have the blue bird.";
end the game in victory.

Double-clicking on the kiss Ms Jones knot in the skein reveals that the transcript no longer matches the blessed transcript.



The departure from the blessed transcript is indicated in the left-hand column.

Source | Errors | Index | Skein | Transcript | Game | Documentation | Settings

< > Bless all

- start - Play to here Show knot

SkeinExample An Interactive Fiction by Andrew Brooks Release 1 / Serial number 090217 / Inform 7 build 5U92 (I6/v6.31 lib 6/12N) SD Foyer You can see Mr Smith here. >	SkeinExample An Interactive Fiction by Andrew Brooks Release 1 / Serial number 090217 / Inform 7 build 5U92 (I6/v6.31 lib 6/12N) SD Foyer You can see Mr Smith here. >

Bless

east Play to here Show knot

Kitchen You can see Ms Jones and a blue bird here. >	Kitchen You can see Ms Jones and a blue bird here. >

Bless

kiss Ms Jones Play to here Show knot

Ms Jones screams "take the very blue bird" >	Ms Jones screams "take the blue bird" >

Bless

It is possible to approve/bless the change immediately.

"SkeinExample" by Andrew Brooks

[Create a folder called SkeinExample Materials in the directory that contains SkeinExample.inform.]

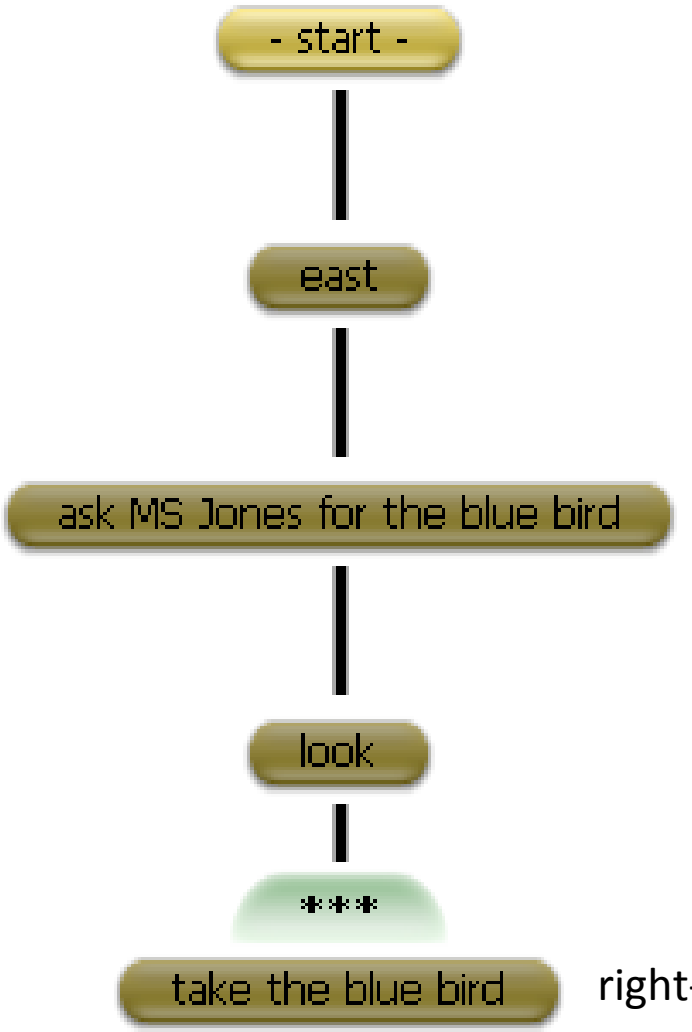
[To place a walkthrough solution into the materials folder.]
[Mark the solution knot in the skein with ***.]
Release along with a solution.

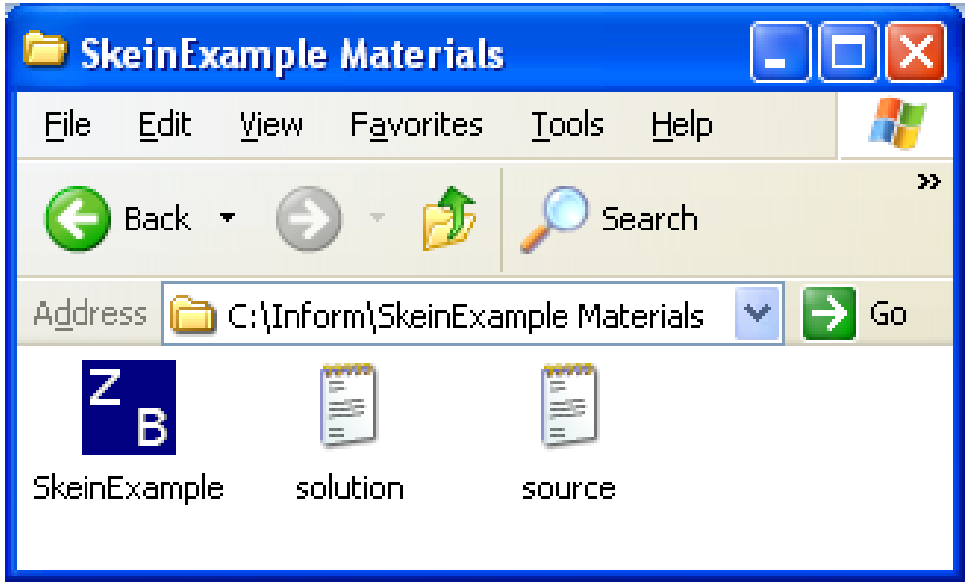
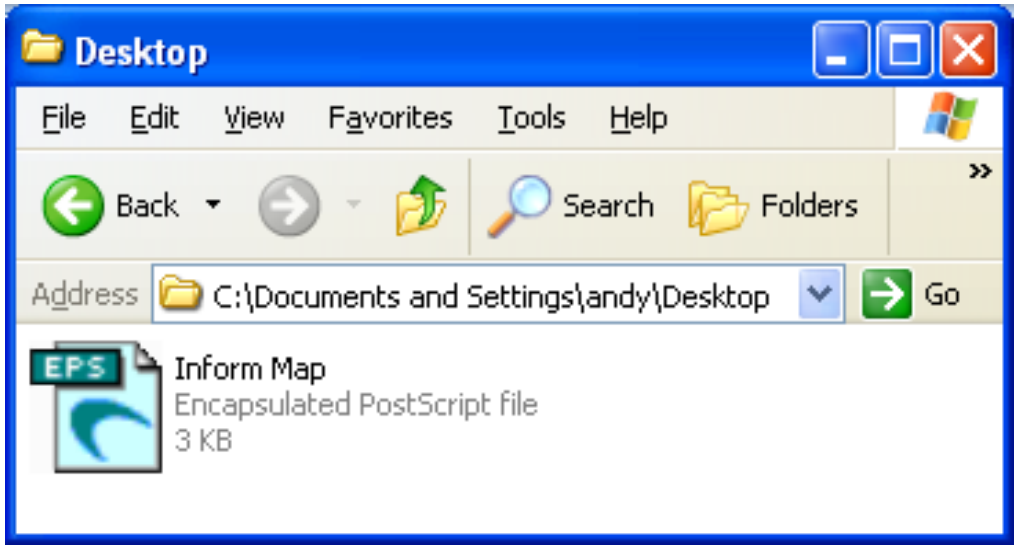
[Place source text into the materials folder.]
Release along with the source text.

[Place a raw version of the index map in the desktop folder.]
[EPS is encapuslated postscript.]
Index map with EPS file.

The Foyer is a room.
The Kitchen is a room.
The Kitchen is east of the Foyer.
...

To place a walkthrough solution into the materials folder. Mark the solution knot in the skein with ***.



right-click then choose add label

After releasing...